KT
KOEI TECMO AMERICA CORP.

# Toukiden Kiwami

INSTRUCTION MANUAL

**L button:**
Reset camera, Turn target locking on (hold down) / off

**Directional buttons:**
Control camera

**Left stick:**
Move

**Rear touch pad:**
Button functions can be reassigned to the rear touch pad within the Settings menu.

**R button:**
Stance of Communion (hold down), Ritual of Purification (hold down), Run (hold down + move)

□ **button:** Attack 1

△ **button:** Attack 2

✕ **button:**
Dodge, Dive, Pray/Pick up

○ **button:**
Weapon-specific special move

**Right stick:**
Control camera

**START button:**
Display the Battle Menu

**SELECT button:**
Eye of Truth (You can also trigger this by tapping on your character.).

When a Mitama is equipped, press □/△/○/✕ while in the Stance of Communion to trigger a Skill.

When your Weapon Gauge is full, press △+○ (or tap the Weapon Gauge) to use the Destroyer move.

When the Unity Gauge is full, press △+○ when standing near an ally to perform the United Destroyer move.

You can give orders to individual party members by tapping the Orders icon next to each name (or by selecting "Orders" in the Battle Menu).

Hold down START (or tap the Orders icon on the top right of the screen) and then use the directional buttons (or tap on each Order) to give orders to your entire party.

Touch the map (or press △ while the menu is displayed) to zoom in or out on the map.

TOUKIDEN: KIWAMI

For those interested in completing our product survey, please access the below URL:
**http://www.koeitecmoamerica.com/survey/toukidenkiwami/**

To see changes from "Toukiden: The Age of Demons," look for the **K** mark throughout this manual.

TOUKIDEN: KIWAMI

# Menu Screen

If you press START at the title screen, you will be taken to the menu screen.

| | |
|---|---|
| New Game | Create a character and start a new game from the beginning. |
| Continue | Load previously saved data and continue a game. |
| Settings | Adjust game settings. |
| Carry Over Save Data | Import save data from "Toukiden: The Age of Demons" or the demo of this game. |
| Download | Connect to PlayStation®Store and obtain downloadable content for the game. |
| Data Sharing | Upload and download your save data for the game. |

*Connecting to the internet requires an account with an internet service provider. Please refer to the instruction manual for your PlayStation®Vita system for more details. Additional equipment may be necessary to connect to the internet. Please refer to the instruction manual for your internet device if needed.

*Connecting to "PSN" requires a Sony Entertainment Network account.

## Downloadable content

Connect to PlayStation®Store and obtain downloadable content for the game such as new missions, weapons and armor.

TOUKIDEN: KIWAMI

# Creating a Character

You can create a new character after selecting "New Game" from the menu screen.

## Character Settings

Determine the name, gender, hairstyle and other features of your character. These settings will not affect the character's abilities.

*Your character's name will be displayed during multiplayer games. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

## Weapon Selection

Select the weapon you will start the game with. You will be able to change your weapon after you have progressed through the story.



Weapon Selection

Weapon          Sword

Attack technique: Slash.
A well-balanced, easy-to-use weapon.

Select weapon.          Rotate model    Select    Confirm

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# Saving & Loading 1

## Saving

You can save up to three characters. Each character requires its own save data slot.

The game will save automatically after battle and at other moments during the game (autosave). You can also save the game at the hearth in your home.

*Saving requires a memory card with at least 8,192 KB of free space.

*Do not remove the memory card or turn off the power while saving.

## Loading

Select "Continue" from the menu screen and select a saved game to load that data and resume playing.



Load

| Player name | Slayer |
|---|---|
| Play time | 0:07 |
| Missions cleared | 1 |
| Total stock | 270 |

No data

No data

Display model : Select ʰ Back ˣ Confirm

# Saving & Loading 2

## Data sharing

You can share save data between the versions of the game for the PS Vita system and the PS4™ system. On the PS4™ system, go to "Data sharing" from the Menu Screen and select "Upload" to upload your save data to the network. You can then download the data to your PS Vita system by selecting "Download" and choosing the uploaded data. Additionally, you can also download your save data from the PS Vita system version of the game for use on your PS4™ system.

If you set "Upload settings" under "System settings" in the "Settings" menu to "On," your saved data will be uploaded to the network whenever the game autosaves.

TOUKIDEN: KIWAMI

# Settings

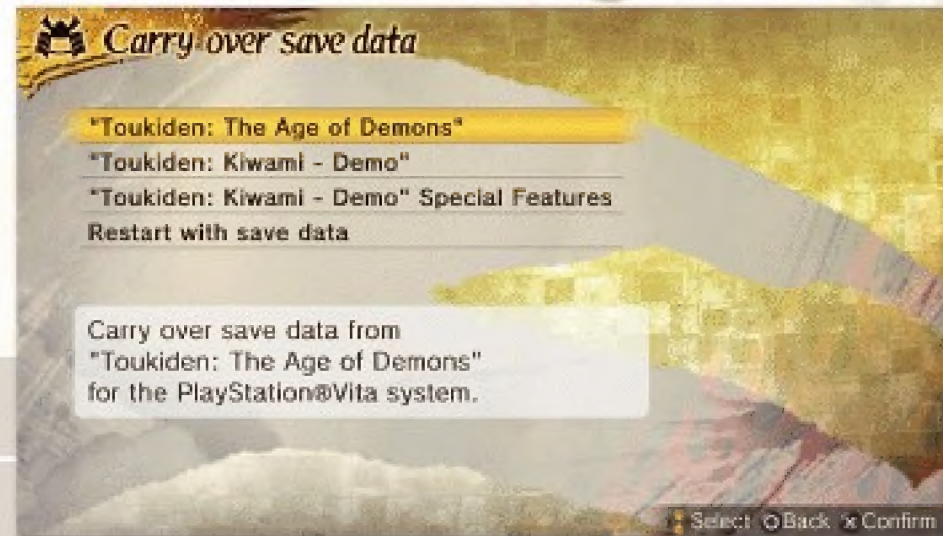You can adjust the game settings by selecting "Settings" from the menu screen or the Base Menu.

| Camera settings | | |
|---|---|---|
| | Camera (vertical) / (horizontal) | Adjust the controls for moving the camera. |
| | Camera rotation speed | Adjust the speed at which the camera moves. |
| | Targeting camera (vertical) / (horizontal) | Adjust the controls for moving the targeting camera. |
| | Targeting camera rotation speed | Adjust the speed at which the targeting camera moves. |
| | Camera vertical reset | Choose whether the vertical height of the camera will also reset when resetting its position. |
| | Right stick camera control | Choose whether or not to control the camera with the right stick. |
| | Targeting camera default view | Choose the initial direction of the targeting camera. |
| | Follow vertically with target lock | Choose whether or not to follow a vertically moving target with the target lock camera. |

| Sound settings | | |
|---|---|---|
| | Music volume | Adjust the volume of the background music in the game. |
| | SFX volume | Adjust the volume of the sound effects in the game. |
| | Voice volume | Adjust the volume of the voices in the game. |

| System settings | | |
|---|---|---|
| | Autosave | Choose whether or not to enable autosave in the game. |
| | Upload settings | Choose whether or not to automatically upload your save data. |
| | Data exchange | Choose whether or not to exchange data with other players. |
| | Rear touch pad top right | Choose whether or not to assign button controls to the top right of the rear touch pad. |
| | Rear touch pad bottom right | Choose whether or not to assign button controls to the bottom right of the rear touch pad. |
| | Touchscreen bottom right | Choose whether or not to assign button controls to the lower right of the screen (touchscreen). |
| | Allies' Focus display | Choose whether or not to display the Focus levels of your allies. |
| | Network connection | Choose the versions of the game you wish to connect with during online multiplayer. |

TOUKIDEN: KIWAMI

# Carrying Over Save Data

You can import various types of save data into this game. First, simply insert a memory card that contains save data into the memory card slot.

| Carry over save data | |
| --- | --- |
| "Toukiden: The Age of Demons" | Import save data from "Toukiden: The Age of Demons." |
| "Toukiden: Kiwami - Demo" | Import save data from the demo version of "Toukiden: Kiwami." |
| "Toukiden: Kiwami - Demo" Special Features | Obtain special bonus features for importing save data from the demo version of "Toukiden: Kiwami." |
| Restart with save data | Keep all of your current inventory and restart the story from the beginning. |

Carry over save data

"Toukiden: The Age of Demons"
"Toukiden: Kiwami - Demo"
"Toukiden: Kiwami - Demo" Special Features
Restart with save data

Carry over save data from
"Toukiden: The Age of Demons"
for the PlayStation®Vita system.

Select  Back  Confirm

TOUKIDEN: KIWAMI

# Game Flow

Assume the role of a Slayer within Utakata Village and carry out missions to defeat the Oni.

## Battle

Defeating Oni will earn you Haku and materials. Target the body parts of large Oni in order to destroy them.
You can also work together with your allies to perform special finishing moves. Withdrawing from the battle three times will cause you to fail the mission.
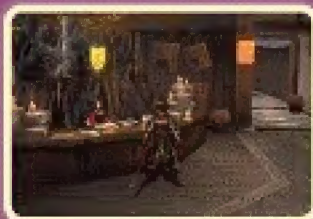
## Utakata Village

Change your equipment and accept Tasks (Missions and Quests) to carry out. You can also use Haku and materials to upgrade your weapons.

## Command Center

Select missions to accept. Completing these missions will earn you Haku and materials.

## Mitama

Equip Mitama in order to use Skills and Boosts. You can also learn new Boosts by powering up your Mitama.

TOUKIDEN: KIWAMI

# Attacks & Special Moves

You can attack by pressing ■ or ▲. Pressing them multiple times or combining them with other buttons will enable you to perform different types of attacks.
The controls will vary by weapon. You can use ◉ to perform a special move unique to each weapon. They can provide special bonus effects or unleash powerful attacks.

# Destroyer

When your Weapon Gauge is full, you can press ▲ + ◉ to perform the Destroyer attack, which is capable of destroying the body part of a large Oni or killing a smaller Oni in a single blow.

# United Destroyer

When the Unity Gauge is full, stand near the other members of your party to forge Soul Bonds between you, and then press ▲ + ◉ to perform the powerful United Destroyer attack. This move is capable of destroying multiple body parts of large Oni with a single blow. The more party members in range when the attack is executed, the more powerful it will be, and it will destroy a greater number of body parts.

TOUKIDEN: KIWAMI

# Skills

You can perform Skills by pressing ⬛/🔺/⬤/❌ while holding down [ R ]. The Skills you can use will depend on the battle style of the Mitama you have equipped.

# Target Locking

You can lock on to enemies by holding down [ L ]. Pressing [ L ] again while targeting an enemy will disable the feature. You can also change the enemy targeted by pressing the left and right buttons.

*For attacks that require aiming, like Single Arrow, you can use [ L ] while holding down the appropriate button for that attack to aim at a specific body part.

# Ritual of Purification

By holding down ▐R▌, you can perform the Ritual of Purification. If the target is in range, you can use the ritual to purify enemies, rescue allies, and more.

## Purification

You can use the Ritual of Purification to purify Oni remains or severed body parts in order to obtain materials and Haku. Once a body part has been purified, it cannot be regenerated.

## Rescuing allies

If you use the Ritual of Purification on an ally whose Health has reached 0, you can enable them to rejoin the battle. Allies that are not rescued in time will be forced to withdraw from the battle. Being defeated multiple times will cause them to retreat even sooner each time.

# Eye of Truth

By pressing SELECT, you can see the enemy's life force. When your opponent is a large Oni, you can see its surface resilience and body part resilience as well. You can also use it to find hidden materials and Prayer Stones. Using the Eye of Truth will consume Focus. The effect will end when you press SELECT again or if you run out of Focus.

# Pick Up / Pray

You can pick up materials by pressing ✕ near small glowing objects on the battlefield.

Pressing ✕ at a Prayer Stone will offer a prayer that can restore your Health (green stone) or your Skill stocks (white stone).

# Orders K

Hold down START, then press one of the directional buttons to issue orders to the other members of your party. (You can also tap on the Orders icon and then tap on the desired order as well.)

| | |
|---|---|
| Free | Enable the party member(s) to move freely. |
| Attack | Tell the party member(s) to prioritize attacking the enemy. |
| Aid | Tell the party member(s) to prioritize support and purification. |
| Follow | Instruct the party member(s) to stay close to your character. |

## ❦ PlayStation®TV controls

When playing the game with a DUALSHOCK®3 wireless controller or DUALSHOCK®4 wireless controller, the controls listed below can be used in place of tapping on the screen.

| | |
|---|---|
| L 2 | Give orders. |
| R 2 | Send a message. |

## Sword (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

**Attack technique** Slash

This weapon is well-balanced and easy to use.
By using the Twisting Slash, you can continue attacking while dodging enemy attacks.

| ◉ button | ◉ button | ◉ button | ◉ button |
|---|---|---|---|
| **Fast Attack ❶** | **Fast Attack ❷** | **Fast Attack ❸** | **Fast Attack ❹** |

*1

| △ button | △ button | △ button |
|---|---|---|
| **Strong Attack ❶** | **Strong Attack ❷** | **Strong Attack ❸** |

*2

| Hold down the △ button | △ button |
|---|---|
| **Vacuum Slash** | **Follow-up** |

| ◉ button |
|---|
| **Follow-up** |

*1 Going from Fast Attack ❶ → Fast Attack ❷ and pressing △ will link into Strong Attack ❶.
*2 [Vacuum Slash] Holding down the button will increase the damage of the attack.

## Sword (2)

*→ This mark indicates a transition between states as opposed to attacks that can be linked together.

**Attack technique** | Slash

This weapon is well-balanced and easy to use.
By using the Twisting Slash, you can continue attacking while dodging enemy attacks.

*3
**◎ button**
**Initiate Gouge**

*4
**◎ button**
**Release Gouge**

**Hold down the ◎ button**
**Release Slicing Gouge**

*6
**■+✕ buttons**
**Twisting Slash**

When the Weapon Gauge is full
**▲+◎ buttons**
**Destroyer**

K

*5
**Hold down the ◎ button**
**Initiate Shadow Gouge**

*3 [Initiate Gouge] Your attack range will increase and stab wounds will be inflicted on the body part attacked.

*4 [Release Gouge] Adds extra damage based on the number of wounds inflicted. By continuing to attack the affected body part repeatedly, the attack will be even more powerful when released.

*5 [Initiate Shadow Gouge] This attack uses more Focus than the regular Gouge, but it also increases the likelihood of inflicting a significant wound.

*6 [Twisting Slash] This can follow any type of attack.

TOUKIDEN : KIWAMI

# Knives (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

| Attack techniques | Slash | Thrust |
|---|---|---|

These weapons enable quick strikes and excel at consecutive attacks. They are also capable of a wide range of aerial attacks.

**□ button** Fast Attack ① → **□ button** Fast Attack ② → **□ button** Fast Attack ③ → **□ button** Fast Attack ④ → **□ button** Fast Attack ⑤

**□ button** Fast Slash

**△ button** Jump Attack

**□+✕ buttons** Dash

**✕ button** Stop

**Hold down the △ button** Leaping Attack *1

**Hold down the □ button** Spin

*1 [Leaping Attack] Holding down the button will increase the distance you are able to leap.

When the Weapon Gauge is full

**△+□ buttons** Destroyer

# Knives (2)

These weapons enable quick strikes and excel at consecutive attacks.
They are also capable of a wide range of aerial attacks.

**AERIAL** You will receive more damage than usual when attacked while in mid-air.

| ⬜ button | ⬜ button | ⬜ button | ⬜ button |
|---|---|---|---|
| Aerial Attack ❶ | Aerial Attack ❷ | Aerial Attack ❸ | Aerial Attack ❹ |

*3 K

When the Weapon
Gauge is full

*2

| △ button | Down on the left stick + △ button | Hold down the ○ button | △+○ buttons |
|---|---|---|---|
| Double Stab | Swallow Dive | Spin | Destroyer |

*2 [Double Stab] Landing this attack will enable you to rise back up into the air.

*3 [Swallow Dive] Hold the button down to attack directly beneath you.

# Spear (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
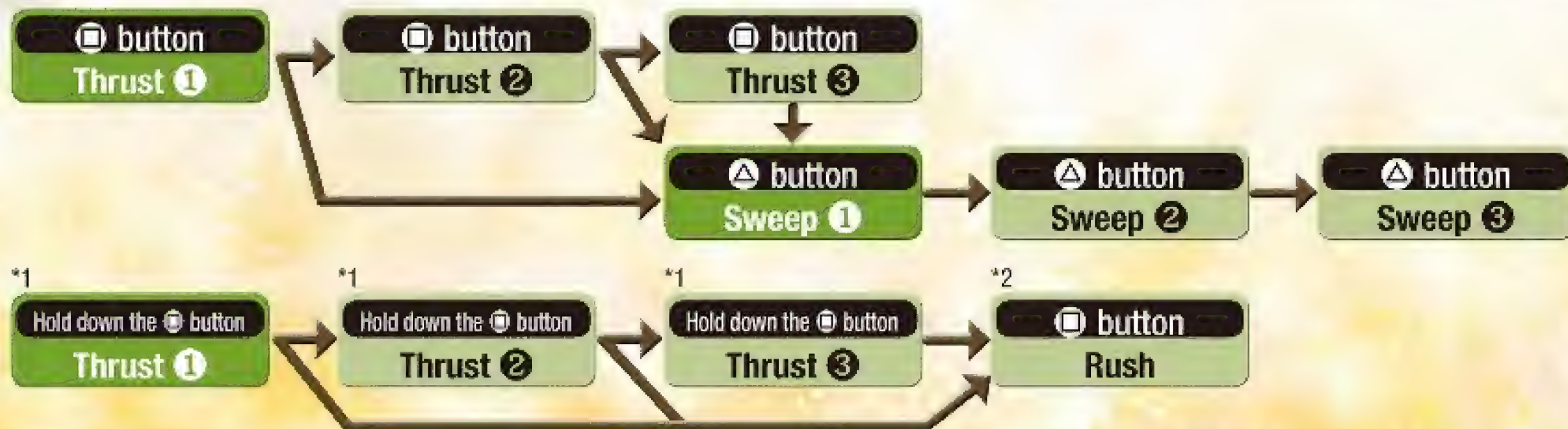
**Attack techniques** | Thrust | Crush

This weapon enables you to fight while maintaining your distance from the enemy.
You can use it to launch a variety of powered-up attacks and also knock the enemy back.

◻ button
**Thrust ❶**

◻ button
**Thrust ❷**

◻ button
**Thrust ❸**

△ button
**Sweep ❶**

△ button
**Sweep ❷**

△ button
**Sweep ❸**

*1
Hold down the ◻ button
**Thrust ❶**

*1
Hold down the ◻ button
**Thrust ❷**

*1
Hold down the ◻ button
**Thrust ❸**

*2
◻ button
**Rush**

*1 [Thrust] Holding down the button will increase the damage of the attack.
*2 [Rush] Repeatedly hitting the button will increase your hit count.

TOUKIDEN: KIWAMI

# Spear (2)

This weapon enables you to fight while maintaining your distance from the enemy. You can use it to launch a variety of powered-up attacks and also knock the enemy back.

When the Weapon Gauge is full

*3 **K**

**■+✕ buttons**
**Brace**

*4

**◉ button**
**Hawk Swoop**

*5

**△+◉ buttons**
**Destroyer**

*3 [Brace] Stand your ground against enemies that lunge at you. A successful hit will knock them back. You can increase the power of the attack by holding down the button. When you successfully execute a Brace, you can press ◉ to follow it up with a Rush attack.

*4 [Hawk Swoop] Holding down the button will increase your jump height and power of the attack. You can also attack multiple body parts on the enemy.

*5 [Destroyer] This will initiate the Destroyer by aiming at your target. Press ◉/△/◉ or wait for time to elapse to execute the attack.

**Gauntlets** (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

| Attack technique | Crush |

These weapons deal heavy and powerful blows.
You can also use Block to defend against the enemy's attacks.

*1
*1
*1

| ⬜ button | ⬜ button | ⬜ button | ⬜ button |
| Punch ❶ | Punch ❷ | Punch ❸ | Punch ❹ |

*2

| △ button | △ button | △ button | △ button | △ button |
| Fire Hook ❶ | Fire Hook ❷ | Fire Hook ❸ | Fire Hook ❹ | Fire Hook ❺ |

*1 [Critical Link] If you press ⬜ when a punch lands, it will become a Critical Link and its damage will increase. Linking a combo up to Punch ❹ will cause Punch ❹ to become even more powerful.

*2 [Fire Hook] The body part attacked will become red-hot and it will be easier to inflict damage on it. If you continue attacking, it will become even hotter and increase the effect. Holding down the button allows you to strengthen the attack, dealing more damage and heating the area more effectively.

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# Gauntlets (2)

Attack technique — Crush

These weapons deal heavy and powerful blows.
You can also use Block to defend against the enemy's attacks.

*3
◻+✕ buttons
**Block**

*4
Press the ◉ button repeatedly
**Flurry**

When the Weapon Gauge is full
△+◉ buttons
**Destroyer**

*3 [Block] This guards against an enemy's attack and reduces the damage you take.

*4 [Flurry] The more attacks you land, the more your attack speed will increase. The strength of the finishing move is based upon your attack speed at the time. By landing the final blow on the area glowing red-hot, additional explosive damage will be dealt.
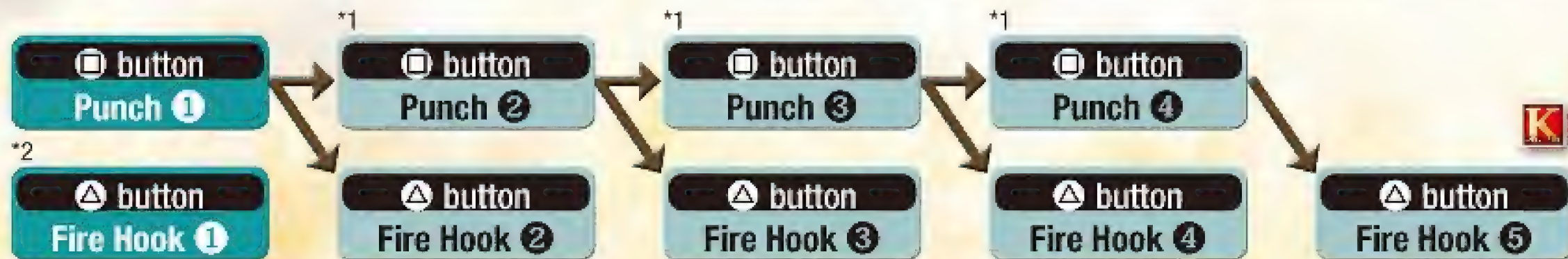
TOUKIDEN: KIWAMI

# Chain & Sickle (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

| Attack techniques | Crush | Slash |

This weapon is good for both short and medium range attacks.
Throwing the flail at the enemy can quickly close the distance between you.

■ button
**Flail Attack ❶**
→
■ button
**Flail Attack ❷**
→
■ button
**Flail Attack ❸**
→
■ button
**Flail Attack ❹**
→
△ button
**Sickle Attack ❶**

*1
◉ button
**Initiate Agility Charm**
→
◉ button
**Release Agility Charm**

△ button
**Sickle Attack ❷**

When the Weapon Gauge is full

*2
△+◉ buttons
**Destroyer**

■+✕ buttons
**Hit and Away**

→ This mark indicates a transition between states as opposed to attacks that can be linked together.

△ button
**Sickle Attack ❸**

*1 [Agility Charm] Increases your agility and enables you to link a variety of attacks to a Flail Throw. You can execute a Flail Throw by pressing ◉ while jumping up on the enemy.

*2 [Destroyer] This will initiate the Destroyer by aiming at your target. Press ■/△/◉ or wait for time to elapse to execute the attack.

TOUKIDEN: KIWAMI

# Chain & Sickle (2)

*→ This mark indicates a transition between states as opposed to attacks that can be linked together.

**Attack techniques** | Crush | Slash

This weapon is good for both short and medium range attacks. Throwing the flail at the enemy can quickly close the distance between you.

*3

**Hold down the ◉ button**
**Flail Throw**

*3 [Flail Throw] Holding down the button will increase the damage of the attack.

*4 [Destroyer] This will initiate the Destroyer by aiming at your target. Press ◉/△/◎ or wait for time to elapse to execute the attack.

TOUKIDEN: KIWAMI

## When a Flail Throw hits

**Time elapses or up on the left stick**
**Jump up on enemy**

**Down on the left stick**
**Retrieve flail**

## While jumping
You will receive more damage than usual when attacked while in mid-air.

**△ button**
**Sickle Attack ❶**

**While an Agility Charm is active**
*3
**◉ button**
**Flail Throw**

**◉+✕ buttons**
**Hit and Away**

**△ button**
**Sickle Attack ❷**

**Down on the left stick + ◉ button**
**Drop suddenly**

*4 **When the Weapon Gauge is full**
**△+◎ button**
**Destroyer**

**△ button**
**Sickle Attack ❸**

**◎ button**
**Initiate Agility Charm**

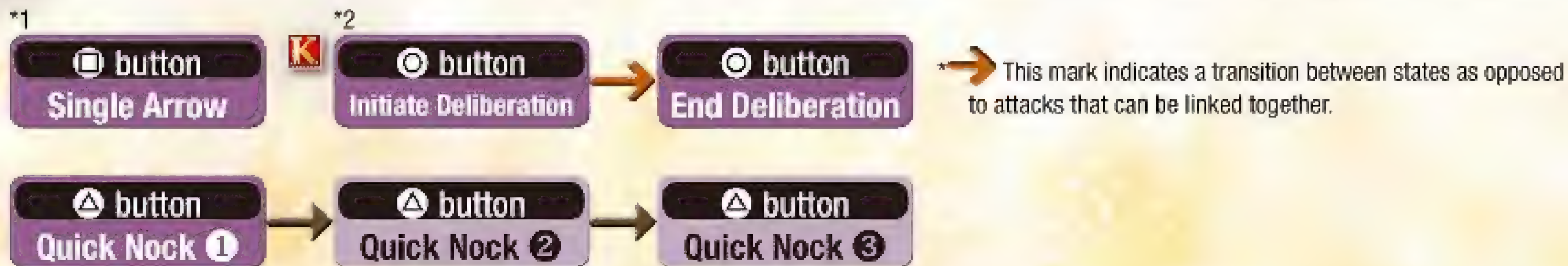**◎ button**
**Release Agility Charm**

## Bow (1)

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

| Attack technique | Thrust |
|---|---|

This weapon can attack from long distances. The type of attack will differ depending on the number of arrows nocked. You can also aim at specific body parts.

*1
**□ button**
**Single Arrow**

K

*2
**◎ button**
**Initiate Deliberation** → **◎ button**
**End Deliberation**

→ This mark indicates a transition between states as opposed to attacks that can be linked together.

**△ button**
**Quick Nock ❶** → **△ button**
**Quick Nock ❷** → **△ button**
**Quick Nock ❸**

*1 [Single Arrow] You can increase the power of the attack by holding down the button.

*2 [Deliberation] Focus all of your efforts on your attack. Although it consumes Focus and makes you unable to move, it dramatically shortens both charge time and attack move length. It can only be used with Single Arrow, Quick Nock and Cursed Arrow.

TOUKIDEN: KIWAMI

# Bow (2)

**Attack technique** | Thrust

*→ This mark indicates a transition between states as opposed to attacks that can be linked together.

This weapon can attack from long distances. The type of attack will differ depending on the number of arrows nocked. You can also aim at specific body parts.

*3

**◻+✕ buttons**
**Cursed Arrow**

*4 **K**

**Hold down the ◉ button**
**Homing Arrow**

*5 **When the Weapon Gauge is full**

**△+◉ buttons**
**Destroyer**

*3 [Cursed Arrow] Places a mark on a body part that you attack. If you attack the marked body part, it will explode and trigger a chain reaction with other marked body parts. The explosion is more powerful with Single Arrow, but it is more difficult to trigger a chain reaction. It is easier to trigger chain reactions with Quick Nocks, but they are not as powerful.

*4 [Homing Arrow] Use the circular cursor to target a specific body part and focus your attack on it. Pressing **R** will allow you to focus on hitting a single body part with an unlimited number of attacks. Release ◉ to fire the arrow at the targeted body part.

*5 [Destroyer] This will initiate the Destroyer by aiming at your target. Press ◻/△/◉ or wait for time to elapse to execute the attack.

*[Body part targeting] You can focus attacks like Single Arrow on specific body parts. While holding down the appropriate button, use **L** to lock onto that particular body part.
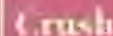
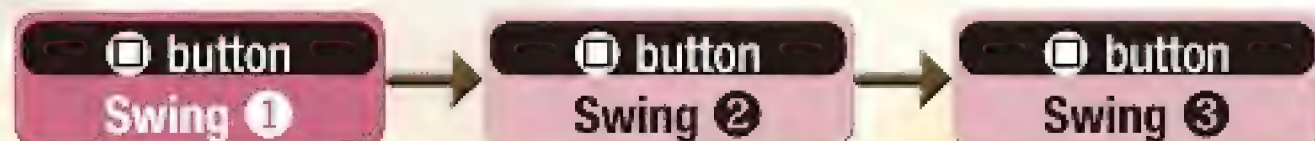*You will receive more damage than usual when hit by the enemy while your bow is drawn.

TOUKIDEN: KIWAMI

# Club K

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.
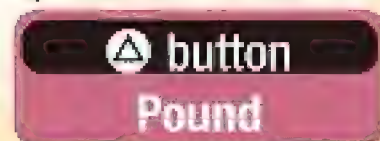
| Attack technique | Crush |

This weapon is good for directly striking enemies. Since attacks that strike with the tip of the club do the most damage, be sure to position yourself within proper striking distance of the enemy.
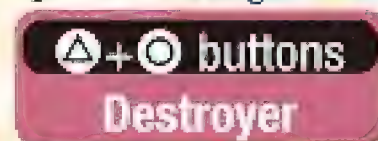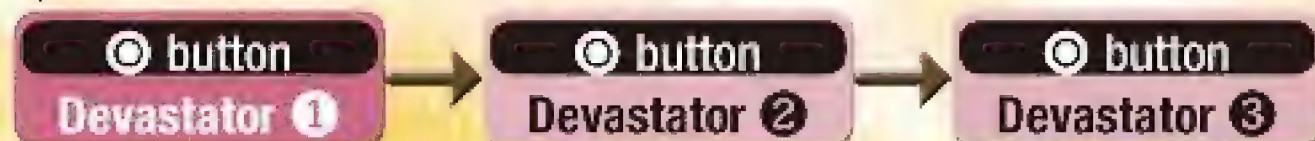
□ button
**Swing ❶** → □ button
**Swing ❷** → □ button
**Swing ❸**

*1
△ button
**Pound**

When the Weapon Gauge is full

*2
□+✕ buttons
**Stop-Thrust**

*3
△+◎ buttons
**Destroyer**

*4
◎ button
**Devastator ❶** → ◎ button
**Devastator ❷** → ◎ button
**Devastator ❸**

*[Hyperpowered State] Continually landing attacks using the tip of the club will cause you to enter a "Hyperpowered State." Your attack speed will increase and your charge times will be reduced. You can remain in the "Hyperpowered State" even when performing the Ritual of Purification.

*1 [Pound] Increase the power of the attack by holding down the button.

*2 [Stop-Thrust] Use this to knock an enemy back by hitting its attacking body part. Holding down the button will increase the damage of the attack. Cannot stop attacks that an enemy throws its entire weight behind, such as a full-blooded rushing attack.

*3 [Destroyer] Holding down the button will increase the damage of the attack.

*4 [Devastator] Holding down the button will increase the damage of the attack. You will continue charging the maneuver even if you attack.

# Naginata(1)

**Attack technique** | **Slash**

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

This short to medium range weapon excels at both offense and defense.
With a wide attack range, it is also adept at evading enemies and aerial attacks.

◉ button
**Fast Attack ❶** →
◉ button
**Fast Attack ❷** →
◉ button
**Fast Attack ❸** →
◉ button
**Fast Attack ❹** →
◉ button
**Fast Attack ❺**

△ button
**Lunging Strike**

Hold down the ◎ button
**Daybreak**

*1
Press the ◉ button repeatedly
**Frenzy**

*2
◉+✕ buttons
**Parry**

When the Weapon Gauge is full
△+◎ buttons
**Destroyer**

*1 [Frenzy] Attack speed increased when in a Hyperskilled State.

*2 [Parry] Enables you to avoid taking damage if used at the moment an enemy attack lands. If you utilize the proper timing, the move will not consume any Focus.

*[Hyperskilled State] By continually landing attacks on the enemy without taking any damage yourself, you will enter a "Hyperskilled State" in which your attacks will inflict damage on multiple body parts at once.  You can remain in the "Hyperskilled State" even when performing the Ritual of Purification.

# Naginata (2) K

This short to medium range weapon excels at both offense and defense. With a wide attack range, it is also adept at evading enemies and aerial attacks.

**AERIAL** You will receive more damage than usual when attacked while in mid-air.

■ button
**Aerial Attack ❶** → ■ button
**Aerial Attack ❷** → ■ button
**Aerial Attack ❸**

When the Weapon Gauge is full

*3
△ button
**Crescent**

*4
Hold down the ✕ button
**Eventide**

*5
■+✕ buttons
**Parry**

△+○ buttons
**Destroyer**

*3 [Crescent] Use the left stick to adjust your positioning after attacking.

*4 [Eventide] Number of hits increased while in a Hyperskilled State.

*5 [Parry] Enables you to avoid taking damage if used at the moment an enemy attack lands. If you utilize the proper timing, the move will not consume any Focus.

*[Hyperskilled State] By continually landing attacks on the enemy without taking any damage yourself, you will enter a "Hyperskilled State" in which your attacks will inflict damage on multiple body parts at once. You can remain in the "Hyperskilled State" even when performing the Ritual of Purification.

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# Rifle (1) K

*The damage to an Oni's body part will vary depending on the attack technique.
*Techniques displayed in a lighter color in the charts below can become the basis for an attack chain by continuing to press the button.

| Attack technique | Thrust |
|---|---|

This projectile weapon excels at attacking enemies from long distances.
There are multiple kinds of ammunition and they are able to inflict heavy damage on miasmal nodes.

◘ button
**Aim Standard Shot** → ◘ button **Standard Shot**

| Sniper bullets | Bullets that travel the fastest and furthest. They also cause the most miasmal mode damage. |
|---|---|
| Pierce bullets | Bullets that pierce the target, hitting it multiple times. They inflict moderate miasmal mode damage. |
| Scatter bullets | Close-range ammunition that sprays in a wide pattern. They cause major miasmal mode damage. |
| Explode bullets | Bullets that cause explosions that will hit multiple body parts. They inflict minor miasmal mode damage. |
| Absorb bullets | Special bullets that create a field that restricts the movements of enemies in the vicinity upon impact. |
| Delay bullets | Bullets that slowly fly forward and explode after a certain period of time. They cause major miasmal mode damage. |

# Rifle (2) K

| Attack technique | Thrust |

This projectile weapon excels at attacking enemies from long distances. There are multiple kinds of ammunition and they are able to inflict heavy damage on miasmal nodes.

△ button
**Prepare to reload**

*1
□/△/◎ buttons
**Reload**

*2
Hold down the △ button
**Expel bullets**

When the Weapon Gauge is full

*3
R button
**Shift Ammo**

*4
△+◎ buttons
**Destroyer**

*1 [Reload] Reload the ammo type assigned to each particular button. You can rapidly press the button or hold down to consume Focus in order to increase your reload speed.

*2 [Expel Ammo] Empty your weapon of its ammunition.

*3 [Shift Ammo] Change the order of the ammo currently equipped in your weapon. Ex: [Sniper/Scatter/Pierce/Pierce/Scatter/Scatter] → [Scatter/Pierce/Pierce/Scatter/Scatter/Sniper]

*4 [Destroyer] This will initiate the Destroyer by aiming at your target. Press □/△/◎ or wait for time to elapse to execute the attack.

*[Body part targeting] You can focus your attacks on specific body parts. While holding down the appropriate button, use L to lock onto that particular body part.

*You will receive more damage than usual when hit by the enemy while your rifle is drawn.

# Rifle (3) K

**Attack technique** — Thrust

This projectile weapon excels at attacking enemies from long distances.
There are multiple kinds of ammunition and they are able to inflict heavy damage on miasmal nodes.

*4

◎ button
**Aim Spirit Sniper** → ◎ button
**Spirit Sniper**

| | |
|---|---|
| Sniper bullets | Use Focus to fire a very powerful shot. |
| Pierce bullets | Fire a shot whose power and range will expand in proportion to how long it is charged for. |
| Scatter bullets | Charge the shot to increase its power. If charged to maximum strength, it will knock the enemy back. |
| Explode bullets | Use Focus to fire a shot that will cause a massive explosion. |
| Absorb bullets | Create a field that will restrict enemies' movement more strongly the longer that it is charged for. All enemies caught within the field will be damaged. |
| Delay bullets | Fire a shot that will cause a very powerful explosion after a longer time delay. |

*4 [Spirit Sniper] Fire bullets that feature enhanced abilities. The effect will differ depending on the type of bullet used.
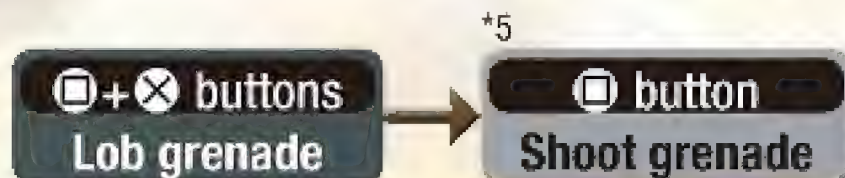
# Rifle (4) K

**Attack technique** | Thrust

This projectile weapon excels at attacking enemies from long distances. There are multiple kinds of ammunition and they are able to inflict heavy damage on miasmal nodes.

*5

□+✕ buttons
**Lob grenade**
→
□ button
**Shoot grenade**

| | |
|---|---|
| Sniper bullets | Trigger an explosion that temporarily weakens miasmal nodes. |
| Pierce bullets | Trigger an explosion that will hit miasmal nodes multiple times. |
| Scatter bullets | Trigger an explosion that is most powerful at its center. |
| Explode bullets | Trigger a large scale explosion. |
| Absorb bullets | Create a field of repulsive force that pushes enemies away. |
| Delay bullets | Create a time bomb that explodes after a short delay. If an enemy touches the shot, it will explode automatically. |

*5 [Shoot grenade] Lob a grenade imbued with the power of your spirit, and then shoot it. The exact properties of the explosion will depend upon the bullet type used. When you run out of bullets, you will return to your aiming stance.

*[Body part targeting] You can focus your attacks on specific body parts. While holding down the appropriate button, use L to lock onto that particular body part.

*You will receive more damage than usual when hit by the enemy while your rifle is drawn.

TOUKIDEN: KIWAMI

# Mitama & Battle Styles 1

**Attack**

This battle style focuses on attacks. Focus recovers more quickly while in the Stance of Communion, and even when you are using Focus.

**Defense**

This battle style focuses on defense. The Defense Gauge fills while in the Stance of Communion. You will not take any damage until the Defense Gauge is empty.

| button | Might | Increases Attack for a limited time. |
|---|---|---|
| △ button | Leech | Absorbs Oni's Health when landing an attack for a limited time. |
| button | Carnage | All hits become precision strikes for a limited time. |
| ✕ button | Recovery | Restores your Health. |

| button | Taunt | Increases Defense for a limited time, and attracts the Oni's attention. |
|---|---|---|
| △ button | Shield | Increases the max level of the Defense Gauge. |
| button | Barrier | Nullifies all attacks for a limited time. |
| ✕ button | Recovery | Restores your Health. |

# Mitama & Battle Styles 2

**Speed**

This battle style focuses on speed. It decreases the amount of Focus used for each action.

| | | |
|---|---|---|
| ◻ button | Energy | Increases movement speed and Focus recovery speed for a limited time. |
| △ button | Agility | Nullifies all attacks for one time only, and allows you to dodge while attacking. The effect continues until you take damage. |
| ◉ button | Vigor | Increases attack speed and decreases the amount of Focus used for a limited time. |
| ✕ button | Recovery | Restores your Health. |

**Healing**

This battle style focuses on healing and recovery. Landing an attack on an ally can help them recover from status ailments as well. You will also recover from damage more quickly.

| | | |
|---|---|---|
| ◻ button | Zeal | Gradually restores the Focus of all allies in the map zone for a limited time. |
| △ button | Vitality | Creates a field which gradually heals any allies within it. The field's power will continue for a limited time. |
| ◉ button | Panacea | Restores the Health and Focus, and cures any status ailments or inability to fight, of all allies in the map zone. |
| ✕ button | Recovery | Restores your Health. |

# Mitama & Battle Styles 3

## Spirit

This battle style specializes in long range attacks. You can fill the Spirit Gauge while in the Stance of Communion. The fuller the Spirit Gauge is, the more powerful your Skills will be.

| | | |
|---|---|---|
| ⬤ button | Pursuit | Compresses the power of the spirit, then fires a homing blast at the enemy's body parts. The last attacked spot will be targeted. |
| △ button | Fountain | Causes an eruption of spirit from beneath the feet of the Oni. The last attacked Oni will be targeted. |
| ◎ button | Eruption | Controls the spirit within the Oni's body, triggering an explosion. The last attacked spot will be targeted. |
| ✕ button | Recovery | Restores your Health. |

## Deceit

This battle style specializes in unique maneuvers. By attacking an enemy from behind, it is easier to achieve a precision strike.

| | | |
|---|---|---|
| ⬤ button | Puncture | Releases orbs which explode, unleashing a rain of needles. Enemy Defense will be lowered where the needles strike. |
| △ button | Illusion | Creates a temporary field which hides from the Oni the presence of any allies within it. The field's power will continue for a limited time. |
| ◎ button | Stupor | Creates a field which paralyzes any Oni who enter. |
| ✕ button | Recovery | Restores your Health. |

# Mitama & Battle Styles 4

## Space

This battle style specializes in the manipulation of space. Allies within range of your Ritual of Purification will have the recharge time of their Skills shortened.

| | | |
|---|---|---|
| ◯ button | Warp | Enables you to warp forwards across the battlefield. |
| △ button | Sanctum | Creates a field which is fixed in place, and which will purify any Oni or Oni parts within it for a limited time. |
| ◉ button | Paradox | Tears the very fabric of space. This fissure will draw in Oni and wound any who touch it for a limited time. |
| ✕ button | Recovery | Restores your Health. |

## Luck

This battle style specializes in relying on luck and fortune. When successfully performing a Ritual of Purification, you will regain the use of one of your Skills.
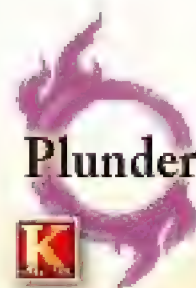
| | | |
|---|---|---|
| ◯ button | Random | Triggers a Skill at random. Sometimes you will fire a blank, and nothing will happen. |
| △ button | Fortune | Changes your Attack and Defense stats at random for a limited time. If you are Very Unlucky, you will incur a status ailment. The effects of the Skill will continue for a limited time. |
| ◉ button | Revival | Partly restores the Skill stocks of all allies within the map zone. |
| ✕ button | Recovery | Restores your Health. |

# Mitama & Battle Styles 5

**Support**
K

This battle style focuses on supporting your allies. When filling your Weapon Gauge, the amount will be distributed among your allies in the same zone.

**Plunder**
K

This battle style focuses on the destruction of Oni body parts. Defeating Oni and destroying body parts cause your Attack strength to increase for a limited time.

| ⬜ button | Altruism | Increases Attack and Defense of all allies in the area for a limited time. |
|---|---|---|
| △ button | Diffusion | Distributes damage taken by allies among all party members in the area for a limited time. Lost Health is regained in time. |
| ◎ button | Sacrifice | Nullifies all attacks on allies in the area, but gradually lowers your Health. |
| ✕ button | Recovery | Restores your Health. |

| ⬜ button | Breaker | Increases Attack strength against Oni's surface and body parts for a limited time. |
|---|---|---|
| △ button | Ablution | Automatically purifies attacked body parts for a limited time. When the body part is destroyed, the purification is completed. |
| ◎ button | Intensity | The Weapon Gauge fills up at a dramatically increased rate for a limited time. |
| ✕ button | Recovery | Restores your Health. |

# Viewing the Battle Screen 1

When you accept a mission and go to battle, the game will switch to the battle screen.

❶Weapon Gauge ❷Health Gauge / Focus Gauge ❸Party info / Unity Gauge ❹Status ailments ❺Bullet type & ammo stocks ❻Messages / Orders icon ❼Map ❽Time limit ❾Skill info

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## ❶ Weapon Gauge

This fills up as you attack the enemy. When it is full, press ▲+◎ or tap the Weapon Gauge to use the Destroyer move.

## ❷ Health Gauge (top)

This decreases when you take damage and you will be defeated if it reaches 0. The red portion of the gauge will recover over time. If you are knocked out, you can be revived if an ally performs the Ritual of Purification on you. If you are not revived within a set period of time, you will be forced to retreat to the battlefield's starting point. Withdrawing from the battle three times causes you to fail the mission.

## Defense Gauge (middle)

This is only displayed when equipping a Mitama that uses the Defense battle style. It decreases as you take damage and you will not lose any Health until it is fully depleted.

## Focus Gauge (bottom)

This decreases as you run or use the Eye of Truth. It will restore itself over time.

# Viewing the Battle Screen 2

## ③ Party info / Unity Gauge

This includes your party members' weapons, battle styles, names, Health Gauges and orders.

The Unity Gauge is filled by fighting in a cooperative manner with the other Slayers in your party. When it fills up, Soul Bonds will be formed between you and other members of your party, enabling you to perform a United Destroyer attack.

PLN Sōma
SPC Reki
SUP Horō
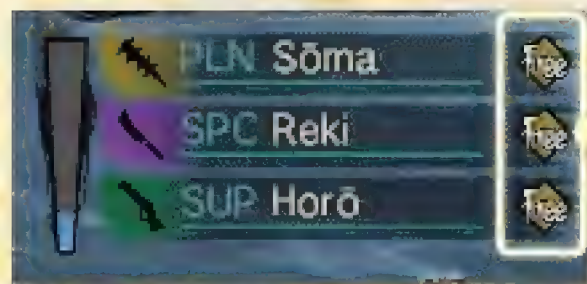
You can give individual orders by tapping on the icons beside each character.

## ④ Status ailments

| | | |
|---|---|---|
| 🔥 | Fire | The target continually takes damage and the damage of fire attribute attacks will double. You can put out the fire by dodging (press ⊗), although when using gauntlets or a club, you will need to put your weapon away first. |
| | Poison | The target continually takes damage |
| | Mute | The target is unable to use Skills. |
| | Brittle | The target's Defense decreases. |
| | Stunned | The target is unable to move. |
| | Frozen | The target is unable to move and the damage incurred is increased. |
| | Sleep | The target is unable to move and the damage incurred is increased, but Health is slowly restored. |

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# Viewing the Battle Screen 3

## ⑤ Bullet type & ammo stocks

These are only displayed when you have the rifle equipped.
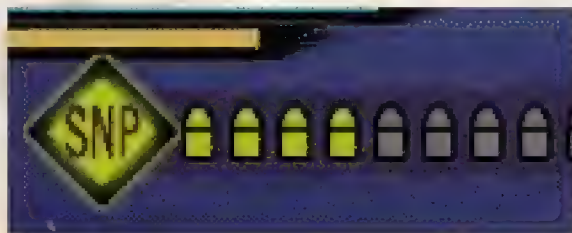
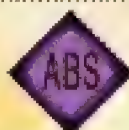| | | |
|---|---|---|
| **SNP** Sniper bullets | **PRC** Pierce bullets | **SCT** Scatter bullets |
| **EXP** Explode bullets | **ABS** Absorb bullets | **DLY** Delay bullets |

## ⑥ Messages & Orders icon

You can send messages (multiplayer only) by tapping on the message marker, and you can give orders to the other party members by tapping on the Orders icon.

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## ⑦ Map

▲ Your location and direction

👹 Large Oni

You can zoom in and out on the map and also give signals by touching it. Passing through the exit enables you to move to the next area. You are unable to move to areas that are darkened.

## ⑧ Time limit

The mission is failed when this reaches 0.

## ⑨ Skill info
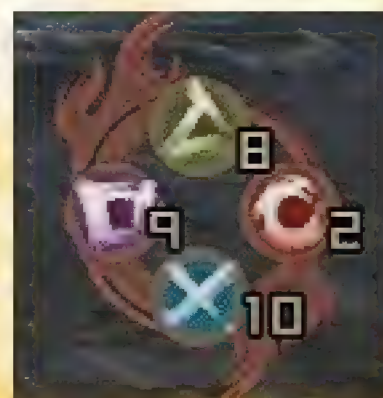
By holding down **R**, you will assume the Stance of Communion, and the Skill names will be displayed. The numbers displayed represent the number of uses of each Skill still remaining. While in the Stance of Communion, you can use a Skill by pressing ■/▲/●/✕. Once a Skill has been used, it will require a certain amount of time to recharge before it can be used again.

# Viewing the Battle Screen 4

## Spirit Gauge

This is only displayed when equipping a Mitama that uses the Spirit battle style and appears when in the Stance of Communion. The gauge will fill while in the Stance of Communion, and the fuller the gauge is, the more powerful your Skills will be.

**❶** Spirit Gauge
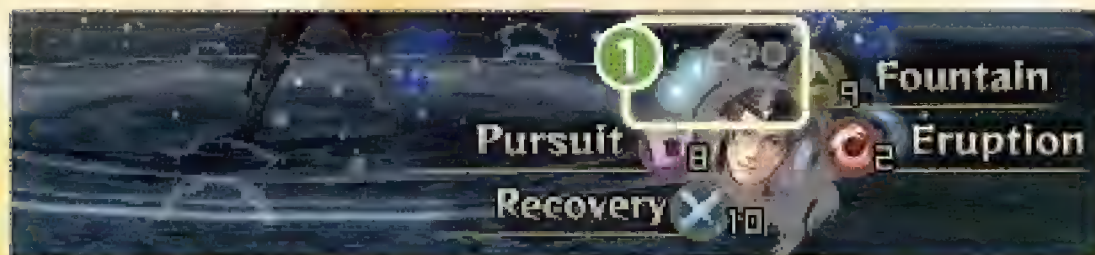
## Weapon attack techniques

Weapons have attack techniques assigned to them: Slash, Thrust, and Crush. The damage inflicted on an Oni's body part will vary depending on the attack technique. Depending on the damage, the color and shape of the attack's effect will also differ.

Effect - Major     Effect - Moderate     Effect - Minor

When your attack compatibility against a body part is good, a purple circle will appear.

# Battle Menu

Pressing START will cause the Battle Menu to appear.

| | |
|---|---|
| Pause | (Single player only) Pause the battle. |
| Tasks | Check info on the tasks you have undertaken. |
| Abilities | Check the abilities of your character. |
| Items | Check the materials you have obtained during battle. |
| Quit | Abandon your current mission and return to Utakata Village. |
| Return | (Single player and mission completed) Leave the battlefield and immediately return to Utakata Village. |
| Orders | Give orders to your fellow party members. |
| Gestures | Perform gestures and use emoticons. |
| Messages | Send a message. |
| Settings | Adjust the game settings such as camera movement, sound, and other system settings. |

*You can also give orders and send messages by tapping the icon in the upper right corner of the screen.

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## Prayer Stones & Picking Up Materials

Pressing ✗ when standing near a Prayer Stone will enable you to recover your Health or obtain materials.
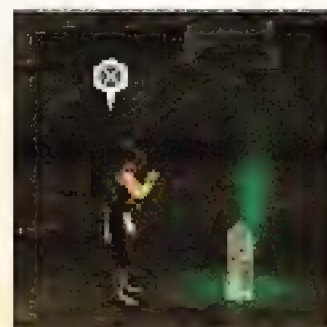


Restore Health (green). You will be able to pray again after a set period of time.



Regenerate Skill stocks (white).



Pick up items.

# Strategies for Large Oni

Large Oni have powerful bodies, meaning ordinary attacks will not damage their life force.

By inflicting damage upon their body parts or the surface of their body, their life force will become exposed. If you attack them at this time, you will be able to damage their life force itself.

Oni are able to regenerate their body parts and body surfaces. You can use the Ritual of Purification to prevent body parts from regenerating, rendering their life force vulnerable at all times.



The Ritual of Purification can prevent destroyed body parts from regenerating.

## Body surface & body parts

In addition to their life force, large Oni have what is known as surface resilience and body party resilience. You can press SELECT to use the Eye of Truth and see the surface resilience, body part resilience and life force of the Oni.

### ❶ Surface resilience (upper bar)

This is the resilience of the outer layer of the Oni's body. It will decrease as you attack the Oni, and when it reaches 0, the Oni will lose its surface resilience (surface destruction). However, it will recover after a set period of time has elapsed.

### ❷ Life force (lower bar)

This is the Oni's life force. When it reaches 0, the Oni will be defeated.

### ❸ Body part resilience

This is the resilience of each body part. By attacking a body part, its color will change from white to yellow to red, and if you continue to attack, you will destroy it (body part destruction). These parts can regenerate under certain circumstances, but you can use the Ritual of Purification to prevent them from doing so.

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# Large Oni Status

## Regular

You can only deplete the Oni's surface and body part resilience, but not its life force.

**Body surface/body part destruction**

### Regeneration

You can use the Ritual of Purification to prevent body parts from regenerating.

## Rampage

If you inflict enough damage on an Oni, it may go on a rampage.

## Exposed

You can deplete the Oni's life force no matter where you attack it.

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# Working with Allies K

Cooperating with your fellow party members will fill the Unity Gauge, and when it is full, you can perform the powerful finishing move, United Destroyer.
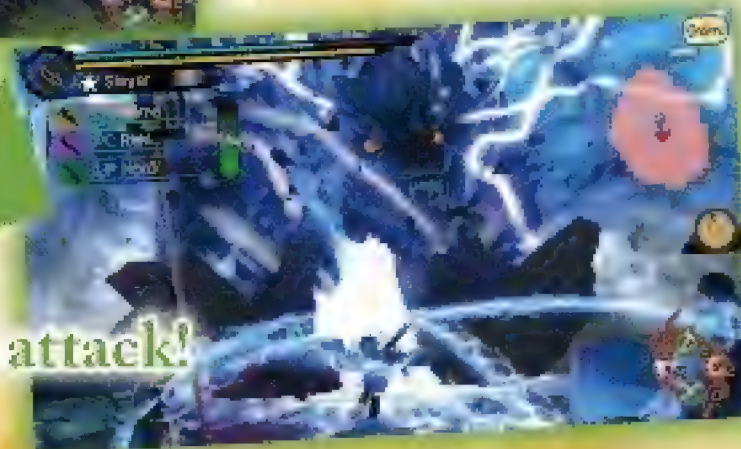The following actions enable you to fill the Unity Gauge.

- Continue to attack and purify the same body parts as your allies.
- Destroy body parts consecutively with your allies.
- Use Skills to offer support to your allies.
- Restore allies who are unable to fight or suffer from status ailments.

Approach allies

The Unity Gauge is full!

Press △+○ to attack!

# Battle Results

The battle will end when you complete your mission. Your Mitama will develop and the materials and Mitama that you earned during the stage will be displayed.

The reward you earn for the stage will decrease depending on the number of times you were forced to retreat.

| Haku | You can obtain Haku by performing the Ritual of Purification on defeated enemies and by completing your mission. Haku is used to purchase or upgrade weapons and armor, and upgrade Mitama. |
|---|---|
| Materials | These can be obtained by picking up items or by performing the Ritual of Purification on defeated enemies. Materials are used to manufacture and upgrade weapons and armor. |
| Mitama | If you perform the Ritual of Purification on defeated enemies or donate Haku to the Shrine, your Mitama will store Haku. Once they have reached a certain amount, you can level them up at the Shrine. You can also obtain new Mitama by defeating the Oni in battle. |

**Battle Results**

Time Left 108   189906

| Time | 8:30 |
|---|---|
| Retreats | 0 |
| In-battle | 8750 |
| Reward | 10500 |
| Total acquired | 19260 |
| Total stock | 209066 |

Mission Accomplished

Next

# In the Village

Within Utakata Village, you can accept tasks or change your equipment.

You can move by using the left stick. Holding down R while moving the left stick will enable you to run.

## Speak / Examine

You can talk to people or examine objects that display a yellow marker if you press ✕ while standing near them.

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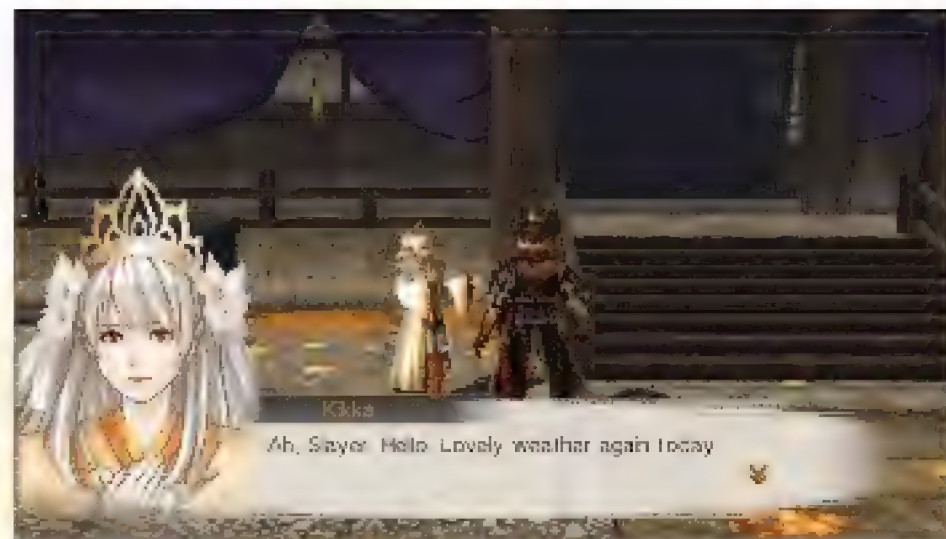
# Base Menu

Pressing START will cause the Base Menu to appear. You can use it to equip Mitama or change the various settings in the game.

| | |
|---|---|
| **Tasks** | Check info on the missions or quests you have undertaken. |
| **Abilities** | Check the abilities, equipment and Mitama of your character. |
| **Equip Mitama** | Equip Mitama to your weapons. |
| **Records** | Check a history of your battle results, the game controls, and game hints. |
| **Orders** | Adjust the orders given to each party member. |
| **Gestures** | Display the available gestures and use emoticons. |
| **Messages** | Send a message. |
| **Settings** | Adjust the game settings such as camera movement, sound, and other system settings. |
| **Other players** | (Multiplayer only) Check the abilities of other players in the game. |

# Slayers' Headquarters

| | | |
|---|---|---|
| Command Center (Yū) | Missions | You can accept missions here. The story will advance as you complete the missions assigned to you. |
| | Quests | You can accept quests here. Completing quests will improve your relations with the petitioner. |
| Offering box | | Praying here may enable you to receive special bonuses during the next battle. |
| Repository (Yamato) | Training | Complete a series of tasks designed to improve your fighting skills. |
| | Medals | Receive medals based on the results of your game play. |
| Encyclopedia (Shūsui) | Infinite Missions | You can take on Infinite Missions here. If you complete them, even more types of missions may be made available. |
| | Encyclopedia | View an explanation of the characters and terms in the game. |
| Armory | Change equipment | Change your weapons, armor and Mitama. |
| | Registered equipment | Register or update the equipment you use most often. |
| | Change hairstyle | Change your hairstyle and hair color. |
| | Headgear | Choose whether or not to display your character's headgear. |
| Gate | | Leave through the gate after accepting a mission, and start the battle. |

## Offering box

The special bonuses you can receive from the offering box will differ depending on the type of prayer you offer.

| | |
|---|---|
| **Attack prayers** | Boosts that increase your Attack, Focus and precision strikes. |
| **Defense prayers** | Boosts that increase your Defense and Health. |

Some prayers may be answered, while others may be ignored.

The less Haku you offer, the more likely you are to have your prayer ignored.

Additionally, if multiple allies offer a prayer, you will also receive the special bonuses they earn.

Praying often can upgrade the offering box, enabling you to offer even more types of prayers.

TOUKIDEN : KIWAMI

# Your House



| Equipment | Change equipment | Change your weapons, armor and Mitama. |
|---|---|---|
| | Registered equipment | Register or update the equipment you use most often. |
| | Change hairstyle | Change your hairstyle and hair color. |
| | Headgear | Choose whether or not to display your character's headgear. |
| | Change Tenko | Change the equipment for your Tenko. |
| Materials | | Check the materials you own, or sell them. |
| Letters | | Read the letters you have received. You can also receive additional game content that you have downloaded. |
| Biography | | View the story and a record of your activities. |
| Tenko | | Send your Tenko out on adventures to collect materials. |
| Portal Stone | | Play a multiplayer game. |
| Hearth | | Save the game. Return to main menu. |

## Tenko Journeys & Mitama

Sending your Tenko out on an adventure enables you to equip her with a Mitama. You will be unable to equip that Mitama to your own weapon, but it will be upgraded when the Tenko returns from her journey. When a Mitama hails from the same Age that you send the Tenko to, it will help increase the effectiveness of her journey.

If you accept a mission in the same Age in which your Tenko is journeying, she will become more efficient at finding materials, and she may also support you with a Skill if she has a Mitama equipped.

Additionally, by changing a Tenko's equipment, you can improve the results of her journey.

TOUKIDEN: KIWAMI

# Village Square



| Blacksmith (Tatara) | Create weapon | Use materials and Haku to forge a new weapon. |
| | Upgrade weapon | Use materials and Haku to upgrade an existing weapon. |
| | Create armor | Use materials and Haku to forge new armor. |
| | Upgrade armor | Use materials and Haku to upgrade existing armor. |
| Shop | Buy | Use Haku to purchase weapons, armor and materials. |
| | Sell | Sell weapons, armor and materials in order to obtain Haku. |
| Shrine (Shikimi) | Upgrade | Spend Haku to raise the level of a Mitama. |
| | Pacify | Return a Mitama to its Level 1 state. |
| Guardian Tree | | Give the tree Haku in exchange for materials. You can use the tree once for each mission you complete. |
| Notice board | | Check any open notifications. |
| Portal Stone | | Play a multiplayer game. |

*Using the Shop more enables you to purchase better weapons and materials.

## Pool of Purity

By using the Pool of Purity to cleanse your body, you can receive special bonuses in the following battle. Occasionally, you will run into other characters using the pool and can engage them in conversation. You can also invite other characters to the pool once your Bonds with them have reached a certain level.

Mitama can be dedicated to the Pool of Purity as well. If you enter the pool when a Mitama has been dedicated to it, you might learn a new Boost or receive other special bonuses in the following battle.

# Abilities

By selecting "Abilities" from the Base Menu (START button), you can check the abilities of your character. Your abilities will vary depending on the weapons and armor you have equipped.

| | |
|---|---|
| Health | The max value of your Health Gauge. This decreases when you take damage and you will be defeated if it reaches 0. |
| Focus | The max value of your Focus Gauge. This decreases as you run or use the Eye of Truth. |
| Attack | The higher this value is, the more damage you can inflict against the enemy. |
| Precision | The higher this value is, the easier it is to achieve precision strikes. |
| Defense | The higher this value is, the less damage you will take from the enemy. |
| Sky/Wind/Fire/Water/Earth | The higher these values are, the less damage you will take from each respective attribute attack. |
| Weight | The higher this value is, the stronger you will be in close-quarter shoves. |
| Active Boosts | These are the currently active Boosts that provide you with special bonuses. |

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# Mitama 1

Mitama are the souls of heroes that have been devoured by the Oni. You can obtain new Mitama by defeating certain Oni in battle.

When you equip a Mitama to your weapon, you will be able to use the Skills (special techniques) associated with that Mitama's battle style, and also receive Boosts (ability increases) as well.

## Equipping Mitama

You can equip Mitama to your weapon by selecting "Equip Mitama" from the Base Menu.

Additionally, you can equip Mitama when you change your weapon at the equipment chest or the Blacksmith.

You can also equip multiple Mitama depending on the number of sockets your weapon has.

# Mitama 2

## Battle styles & Skills

Every Mitama possesses one of ten different battle styles. The type of Skills you can use will vary depending on your Mitama's battle style.

When you equip multiple Mitama, the battle style of the primary Mitama will be used.

## Boosts & levels

Mitama have multiple Boosts which can upgrade your character's abilities. When you equip multiple Mitama, you will gain the effects of all of them. You may also receive special Boosts depending on the combination of Mitama you have equipped.

Mitama have levels, and as their levels increase, they will learn new Boosts as well.

For Mitama that have reached the Ultimate Level, you are free to choose any three Boosts that you have learned.

The Boost that you can learn at the Ultimate Level will take the form of a special Boost that is triggered automatically without selecting it (a fourth Boost).

# Mitama 3

## Upgrading Mitama

Mitama can be upgraded by donating Haku to them at the Shrine. Once you have given them a certain amount of Haku, their level will increase.

TOUKIDEN: KIWAMI

# Weapons

There are nine types of weapons. You can make and upgrade them at the Blacksmith. Weapons can be equipped from the equipment chest.

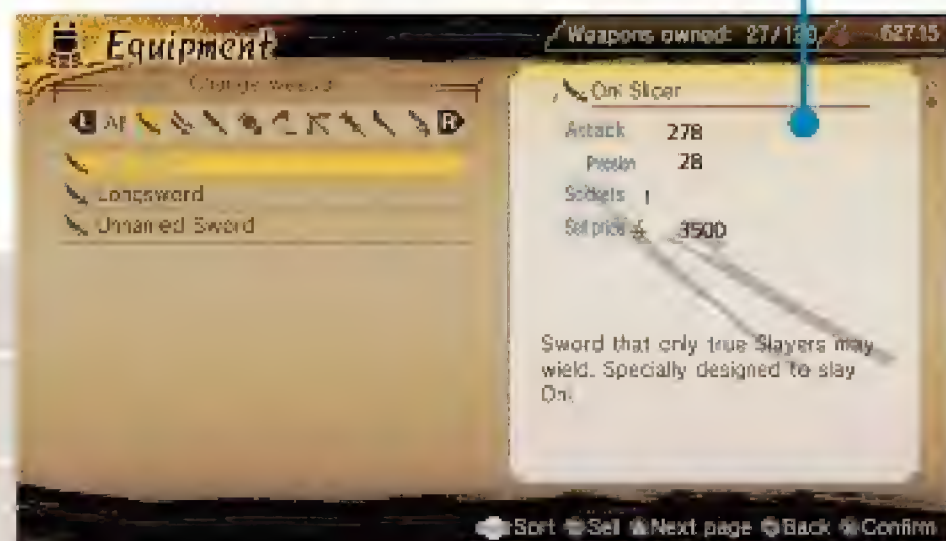| | |
|---|---|
| **Compatibility** | This increases as you use the weapon in battle. Once it has reached its max value, you will be able to fortify it. |
| **Attack** | The higher this value is, the more damage you can inflict against the enemy. |
| **Precision** | The higher this value is, the easier it is to achieve precision strikes. |
| **Sky/Wind/Fire/Water/Earth** | The higher these values are, the more damage you will be able to inflict with each attribute attack. |
| **Sockets** | The number of Mitama you can equip to your weapon. |

Compatibility

Equipment

Weapons owned: 27/120

Oni Slicer

Attack 278
Precision 28
Sockets 1
Sell price 3500

Longsword
Unnamed Sword

Sword that only true Slayers may wield. Specially designed to slay Oni.

Sort  Sell  Next page  Back  Confirm

TOUKIDEN: KIWAMI

# Armor

There are four types of armor. You can make and upgrade them at the Blacksmith. Armor can be changed at the equipment chest.

| | |
|---|---|
| Compatibility | This increases as you use the armor in battle. Once it has reached its max value, you will be able to fortify it. |
| Defense | The higher this value is, the less damage you will take from the enemy. |
| Weight | The higher this value is, the stronger you will be in close-quarter shoves. |
| Sky/Wind/Fire/Water/Earth | The higher these values are, the less damage you will take from each respective attribute attack. |

# Upgrading Weapons and Armor

You can upgrade your weapons and armor at the Blacksmith.

## Fortify

When your Compatibility is at maximum, or if you have soul steel, you can fortify your weapons or armor (up to nine times). Fortifying an item will improve its stats and make it more effective.
In the case of weapons, the number of sockets may increase.



## Reforge

Spend Haku and materials to create even stronger weapons and armor. The previous weapon or piece of armor will be destroyed.

TOUKIDEN: KIWAMI

# What are Tasks?

## Accepting tasks

Tasks can be obtained from the Command Center. Once you accept a mission, press ✖ at the Gate to go to battle.

Completing these tasks will earn you Haku and materials.

You are unable to take on more than one mission at a time. You can send a Secondary Unit made up of Slayers that are not accompanying you on your current mission to complete missions that you have already finished.

Command Center

Gate

TOUKIDEN: KIWAMI

### Bonds

Your relationships with your allies are measured by Bonds. These Bonds can be raised by fighting battles with your allies, accepting quests, talking with them, or by selecting certain responses in your conversations with them.

Raising your Bonds can cause other characters to alter the contents of their conversations with you.

# Types of Tasks

## Missions

Mission objectives include defeating certain Oni or reaching certain zones on the battlefield. Completing missions written in red will advance the story.

| Special missions | Details |
| --- | --- |
| Emergency Missions **K** | These are one-off missions that can suddenly occur. Your objective is to defeat Oni that are attacking Utakata Village. The Oni in these missions will be stronger than normal, but you may be able to obtain rare materials and Mitama as rewards. |
| Infinite Missions **K** | These are missions in which you fight Oni that have been lured to the Village Surrounds. You can take on these missions at any time, but the Oni will be stronger than normal and you may be able to obtain rare materials and Mitama as rewards. The mission will end when you retreat from the battle, or once you have met certain conditions. |

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# Quests

Quests are given to you by other characters in the village. Try to obtain the necessary materials while carrying out missions, then report to the Command Center to complete your quest. You can undertake multiple quests at the same time.
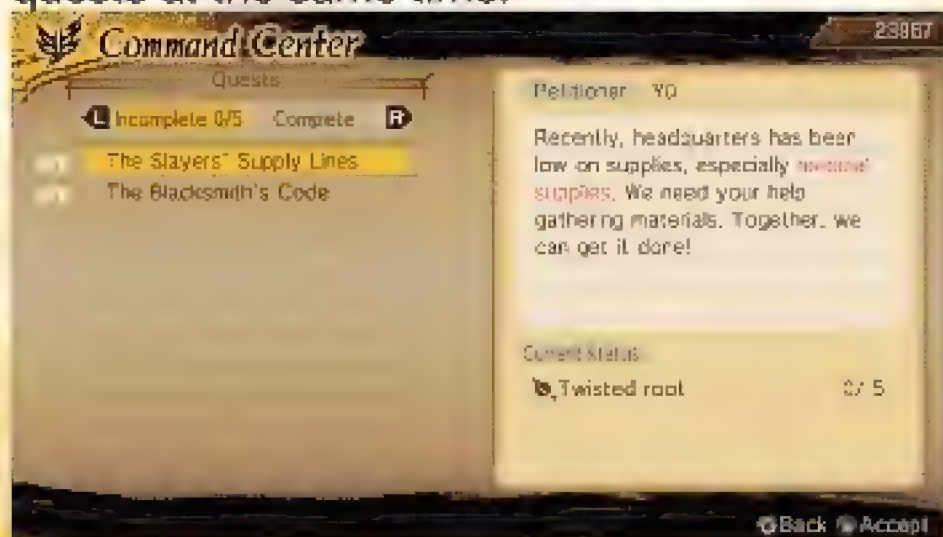


## Training

By talking to Yamato, you can engage in training. This is the place to learn how to use your weapons and practice various attacks and maneuvers.

# Multiplayer

In a multiplayer game, up to four people can take on missions together.

When completing missions, all of the players participating will receive the reward.

The mission will be failed if the participating players are forced to withdraw from the battle a total of three times between them.

*You can also play multiplayer missions with players that own the game for the PlayStation®4 system.

*Multiplayer requires a PlayStation®Vita system or a PlayStation®4 system for each person in the game.

*You can also play the multiplayer missions with just one player.

*You can select "Online multiplayer" to connect to the internet and play with other players from around the world.

## Selecting a lobby & accepting missions

❶ Go to the Portal Stone in front of the Slayers' Headquarters or inside your house and examine it. Choose "Ad hoc multiplayer" or "Online multiplayer," and select a lobby to join.

❷ One player accepts a mission from the Command Center.

❸ Once the battle preparations have been made, press the ✕ button at the gate.

❹ After all of the players have finished their battle preparations, the player who accepted the mission will press the ✕ button. The battle will then begin.

# Data Exchange

You can exchange data with other players in the multiplayer lobbies. Data can be exchanged by turning "Data exchange" to "On" under "System settings" in the "Settings" menu.

*You can save the data of up to 50 individuals. When you exchange data with a 51st person, the oldest data will be overwritten. Data that has been protected cannot be overwritten.

## Data exchange



By selecting "Data exchange" from "Records" in the Base Menu, you can check the data of yourself and other players. If you select your own data, you will be able to edit its contents.

*Your messages will be displayed openly for other players to see. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

## Taking others to battle

You can take the characters of players that you have exchanged data with into battle. If you exchange data once again after taking another player's character into battle, a portion of the reward will be shared with the other player.

*You can only take other characters into battle in multiplayer-enabled missions.

TOUKIDEN : KIWAMI

# Slayers - The Demons Who Slay Demons

## Ōka
The flower destined to fall

## Nagi
Delicate yet courageous healer

## Fugaku
Soul-charring fists of flame

TOUKIDEN : KIWAMI

# Slayers - The Demons Who Slay Demons

## Hatsuho
Child adrift on the tides of time

## Ibuki
Free spirit blowing in the breeze

## Hayatori
Secretive and aloof professional

TOUKIDEN: KIWAMI

# Slayers — The Demons Who Slay Demons

## Sōma

Heroic leader of the Hundred Demon Corps

## Reki

Young warrior of unparalleled commitment

## Horō

Visitor from afar

TOUKIDEN: KIWAMI

Manual Design: Ayako Miyashita

*Screenshots are taken from a development version of the game. The features described in this manual are subject to change.

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Separable Subsurface Scattering

 Uses Separable SSS. Copyright © 2011 by Jorge Jimenez and Diego Gutierrez.

# ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement

• altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

# ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

## USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.

- Avoid prolonged use of the PS Vita system. Take a 15-minute break during   each hour of play.

- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

# PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

• Do not touch the game card terminals with your hands or with metal objects.

• Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.

• Never disassemble or modify the game card.

# PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

• In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources

• In high humidity or corrosive environments.

• Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

• If the game card is removed from the system or if the system  power is turned off while data is being read from or written to the game card.

• If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

# FCC & IC NOTICE – PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

# FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

For more information on this
game please visit

http://www.koeitecmoamerica.com/

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